

APRIL/MAY 2024

**FCA31/FCS31/FSC31/CCA31/CCS31/CSC31 —
PROGRAMMING IN JAVA**

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL the questions.

1. Define Identifier.
2. Mention the use of Java API.
3. What is Casting?
4. List out the different types of Java Operators.
5. Specify the 'finally' option in Exception handling.
6. Define Array.
7. What is a thread?
8. What is meant by Thread Synchronization?
9. Define Applet.
10. What is GUI?

SECTION B — ($5 \times 5 = 25$ marks)

Answer ALL the questions.

11. (a) Describe the method of declaring and using Interfaces and Interface constants.

Or

- (b) Discuss on the importance of Access modifiers.

12. (a) Explain briefly the concept of Static Variables and Methods.

Or

- (b) Describe about Literals, Assignments and Variables.

13. (a) Discuss on the features and methods of Array List Class.

Or

- (b) Explain briefly the Exception handling mechanism.

14. (a) Describe the use of Generic methods and Generic declarations.

Or

- (b) Discuss on the importance of Inner Classes.

15. (a) Explain the Applet Life cycle.

Or

- (b) Describe about AWT Component Classes.

SECTION C — ($3 \times 10 = 30$ marks)

Answer any THREE questions.

16. Explain the fundamentals of Encapsulation, Inheritance and Polymorphism.

17. Discuss on the concept of Overloaded Constructors and Initialization Blocks.

18. Describe the syntax of different types of Loop statements with examples.

19. Explain the method of defining, instantiating and starting Threads.

20. Discuss on the method of using Graphics and Event handling in Applet.